

INSIDE! SONIC'S WORLD • STREETS OF RAGE •
WONDER BOY

Sonic

the comic



STRIKE ONE!



CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
Happy birthday to us! Happy birthday to us!
Can you believe it Boomers - STC is one year old! It hardly seems like we've got started, but a quick glance to the right will show you how much we actually have done in the past year. No wonder my batteries feel so run down!
Although the lazy humes-and-think-they're-in-charge believe the success of STC is down to them, you and I know better. Thanks to all of you, STC is the top-selling video game comic in the U.K. Your support and enthusiasm has made STC what it is today. Take a bow, Boomers.

That's enough about the past. What've we got in the future? How about more free gifts? Yeah, thought you'd like that idea!
Next issue we give you a brand, spanking-new, covers-any-wall **Sonic Poster!** As you can't get enough of STC's **Sonic The Poster Mag** (no.5 on sale next month, starring guess who?), now you've a bonus **Sonic poster** coming to you free.

Not only do you get a free gift in STC 23, but there's two new series to boot. **Tails** returns in a new story (I can hear the cheers) and then there's **Pirate STC**. You've seen Sega's TV ads, now prepare for serious weirdness as Fozzie and The Skull invade **Sonic The Comic**. It's the wildest, weirdest STC series yet!

It's not often that I mention those humes around here by name but even I had to shed a spot of oil when **Clare Gilmore**, STC's demon Designer since issue one, packed her bags and fled the office screaming: "You'll never catch me." Clare was last seen heading for the far side of the planet (does she think she's safe there? Hah!). Bon voyage, Clare. STC will miss you.

Megadroid

STC's Birthday Checklist

Just for a change we're giving you a present! How about a year's worth of seriously Sega-charged excitement? Here's a list of every awesome series we've run in STC over the past 12 months. Check out which ones you've missed - and just think ... if STC can do all this in a year, what's coming up in the next 12 months!

Series are listed in alphabetical order. Numbers refer to issues they originally appeared in.

DECAP ATTACK:
10-15

ECCO THE DOLPHIN
13-18

ETERNAL CHAMPIONS:
18-24

KID CHAMELEON:
7-12

LEGEND of the GOLDEN AXE
Citadel of Dead Souls: 1-6
Plague of Serpents: 13-18

SHINOBI
The Fear Pavilion: 1-6
The Art of War: 19-24

SONIC THE HEDGEHOG
Enter Sonic: 1
Robotfox: 2
Mayhem in the Marble Hill Zone: 3
Day of The Badniks: 4
Lost in the Labyrinth Zone: 5
Attack on the Death Egg: 6
Super Sonic: 7
The Origin of Sonic: 8
Back to Reality: 9
Megatonic: 10

Time Racer: 11
Hidden Danger: 12
Double Trouble: 13
Hero of the Year: 14
The Green Eater: 15
Happy Christmas, Doctor Robotnik: 16
Sonic the Human: 17
Casino Night: 18-19
Hill Top Terror: 20
Girl Trouble: 21-22
Pirates of the Mystic Cave: 23
The Sonic Terminator: 24-28

SONIC'S WORLD:
25-27

STREETS OF RAGE
Series 1: 7-12
Skates' Story: 26-30

TAILS
The Nameless Zone: 16-17
The Land Beyond: 18-21
The Morbiddon Hunt: (starts next issue)

WONDER BOY
Demon World: 2-9
Ghost World: 22-27

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.



MEGA DRIVE

- 1 FIFA INTERNATIONAL SOCCER
- 2 SONIC THE HEDGEHOG 3
- 3 PGA EUROPEAN TOUR GOLF
- 4 NBA JAM
- 5 ALADDIN
- 6 SENSIBLE SOCCER
- 7 ZOO/L JAMES BOND 3
- 8 MICRO MACHINES
- 9 HAUNTING
- 10 X-MEN

MEGA-CD

- 1 GROUND ZERO TEXAS
- 2 WWF RAGE IN THE CAGE
- 3 FINAL FIGHT
- 4 LETHAL ENFORCERS
- 5 MICROCOSM
- 6 ECCO THE DOLPHIN
- 7 CHUCK ROCK 2
- 8 NIGHT TRAP
- 9 SILPHEED
- 10 THUNDERHAWK

MASTER SYSTEM

- 1 SONIC CHAOS
- 2 SHINOBI
- 3 MICRO MACHINES
- 4 THE NINJA
- 5 FANTASTIC ADVENTURES OF DIZZY
- 6 JUNGLE BOOK
- 7 MORTAL KOMBAT
- 8 ESWAT
- 9 SMASH TV
- 10 WINTER OLYMPICS

GAME GEAR

- 1 MICRO MACHINES
- 2 ALADDIN
- 3 NBA JAM
- 4 DESERT STRIKE
- 5 JUNGLE BOOK
- 6 SENSIBLE SOCCER
- 7 SONIC THE HEDGEHOG 2
- 8 SONIC CHAOS
- 9 F1
- 10 ECCO THE DOLPHIN

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SONIC

THE HEDGEHOG

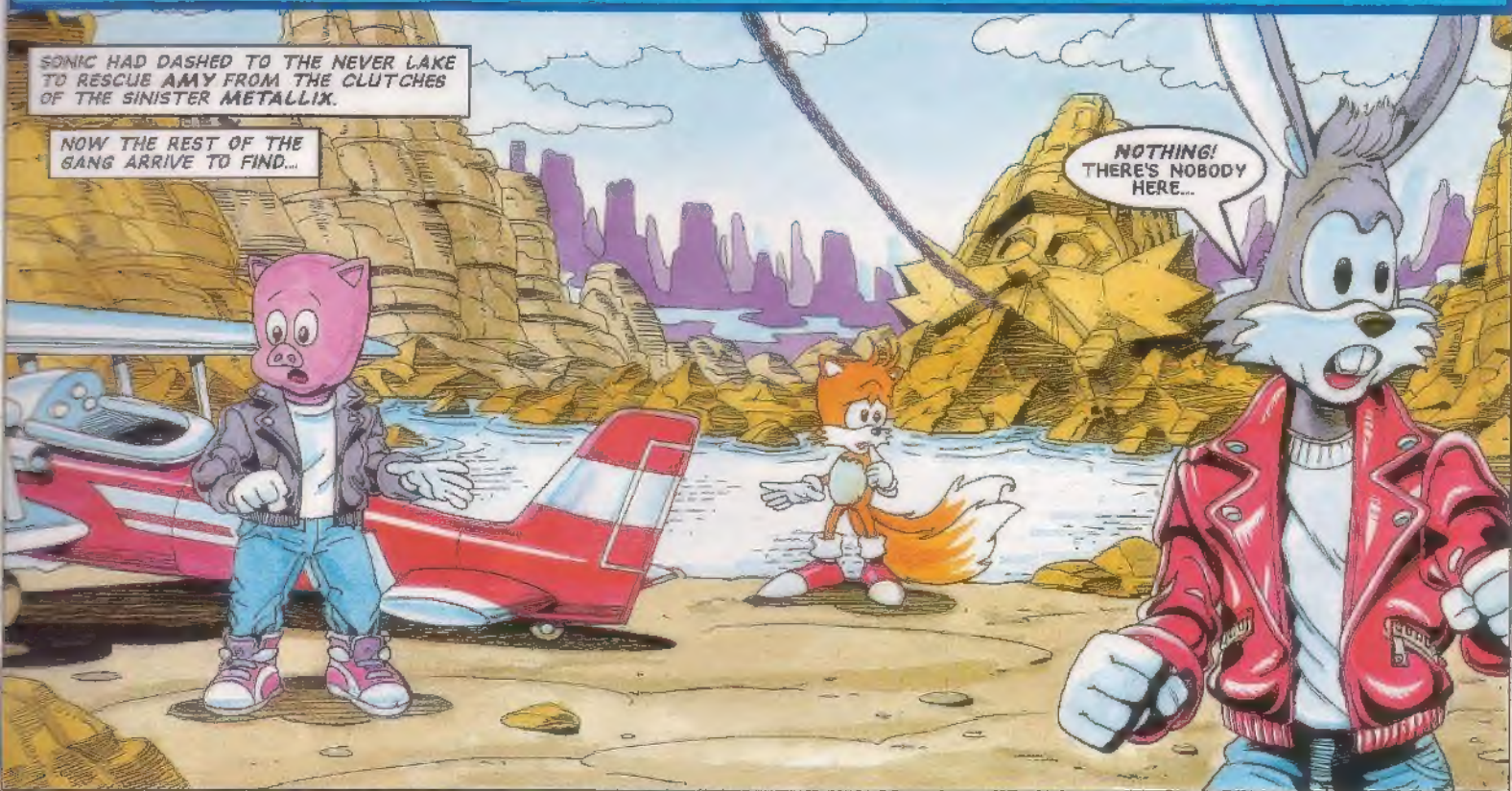
The Sonic Terminator Part 4


Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Steve Potter

SONIC HAD DASHED TO THE NEVER LAKE TO RESCUE AMY FROM THE CLUTCHES OF THE SINISTER METALLIX.

NOW THE REST OF THE GANG ARRIVE TO FIND...


NOTHING!
THERE'S NOBODY
HERE...






WELL,
THERE GOES
MY CHANCE OF
GETTING ANY
HELP ON THIS
ONE...

NOT
THAT
I NEED
ANY!




UNBELIEVABLE!
LOOKS LIKE THE ENTIRE
PLANET IS COVERED IN THIS
FILTHY MACHINERY!

SOMETHING AS
UNCOOL AS THIS HAS
GOT TO HAVE ROBOTNIK
BEHIND IT!



SONIC!
YOU'VE COME ALL
THIS WAY JUST TO
SAVE LITTLE
ME!

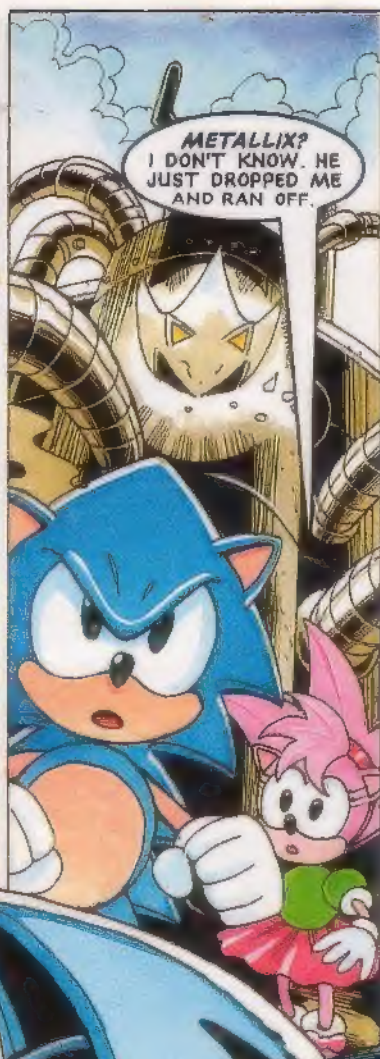
HEY,
BABY, ANYONE
CAN MAKE A
MISTAKE!



I DON'T GET
IT SONIC, HOW CAN
ROBOTNIK HAVE DONE THIS
TO THE PLANET SO *QUICKLY*?
LAST MONTH THERE WASN'T
A TRACE OF ANY
OF THIS!



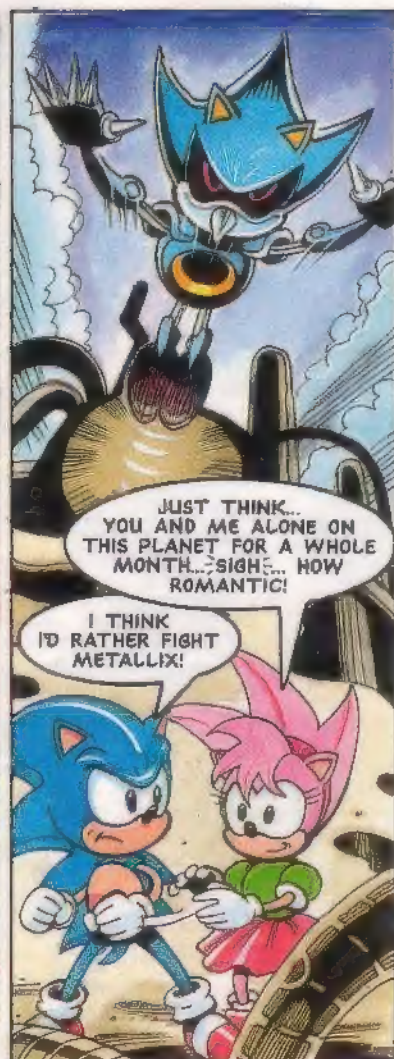
OKAY
AMY, WHERE
DID THAT ROBOT
COPY OF ME
GO TO?



METALLIX?
I DON'T KNOW. HE
JUST DROPPED ME
AND RAN OFF.



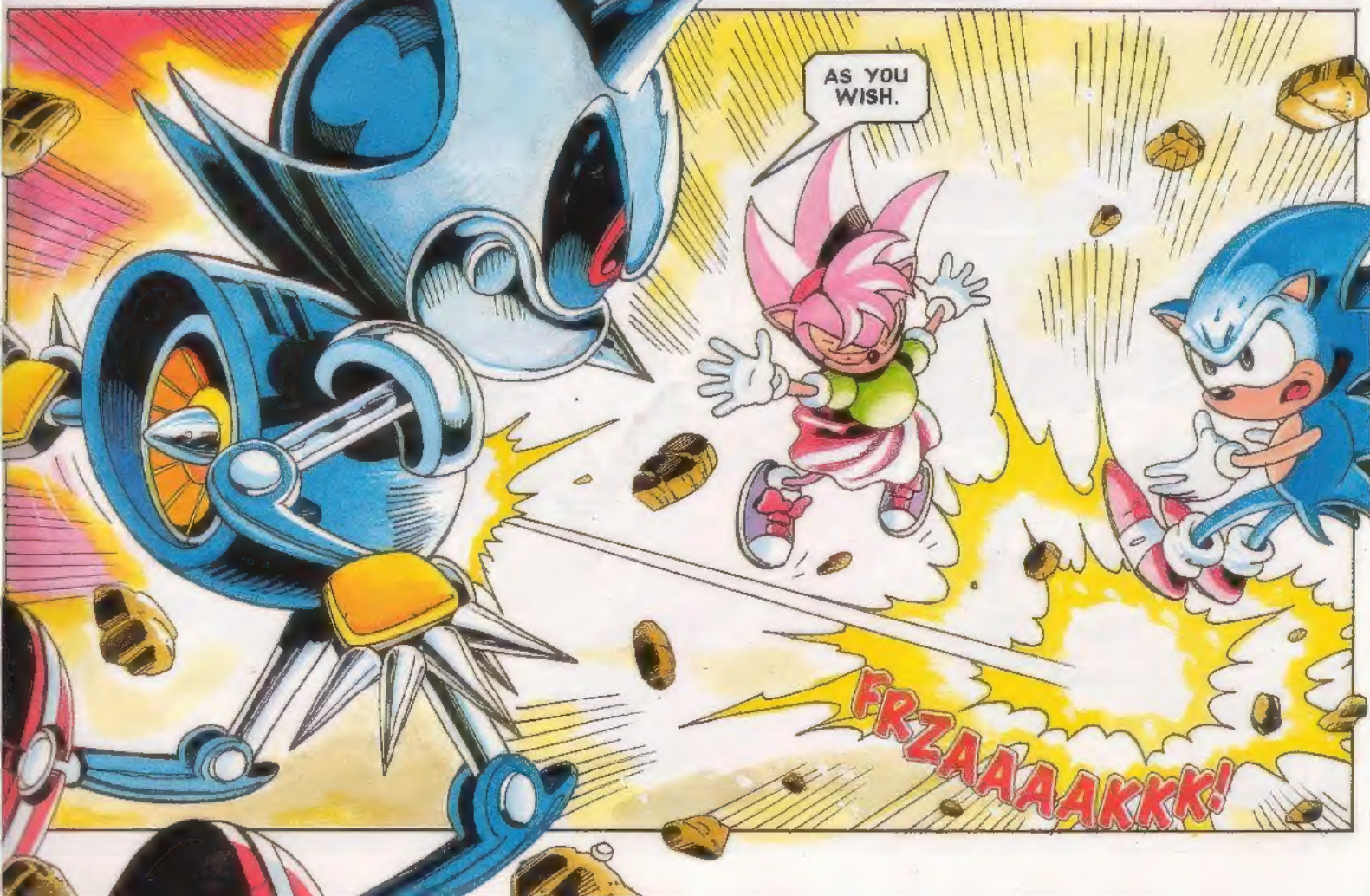
MAYBE HE
WAS MORE BADLY
DAMAGED IN THE FIGHT*
THAN WE THOUGHT... HE
MIGHT HAVE STOPPED
WORKING OR
SOMETHING.



JUST THINK...
YOU AND ME ALONE ON
THIS PLANET FOR A WHOLE
MONTH...SIGH... HOW
ROMANTIC!

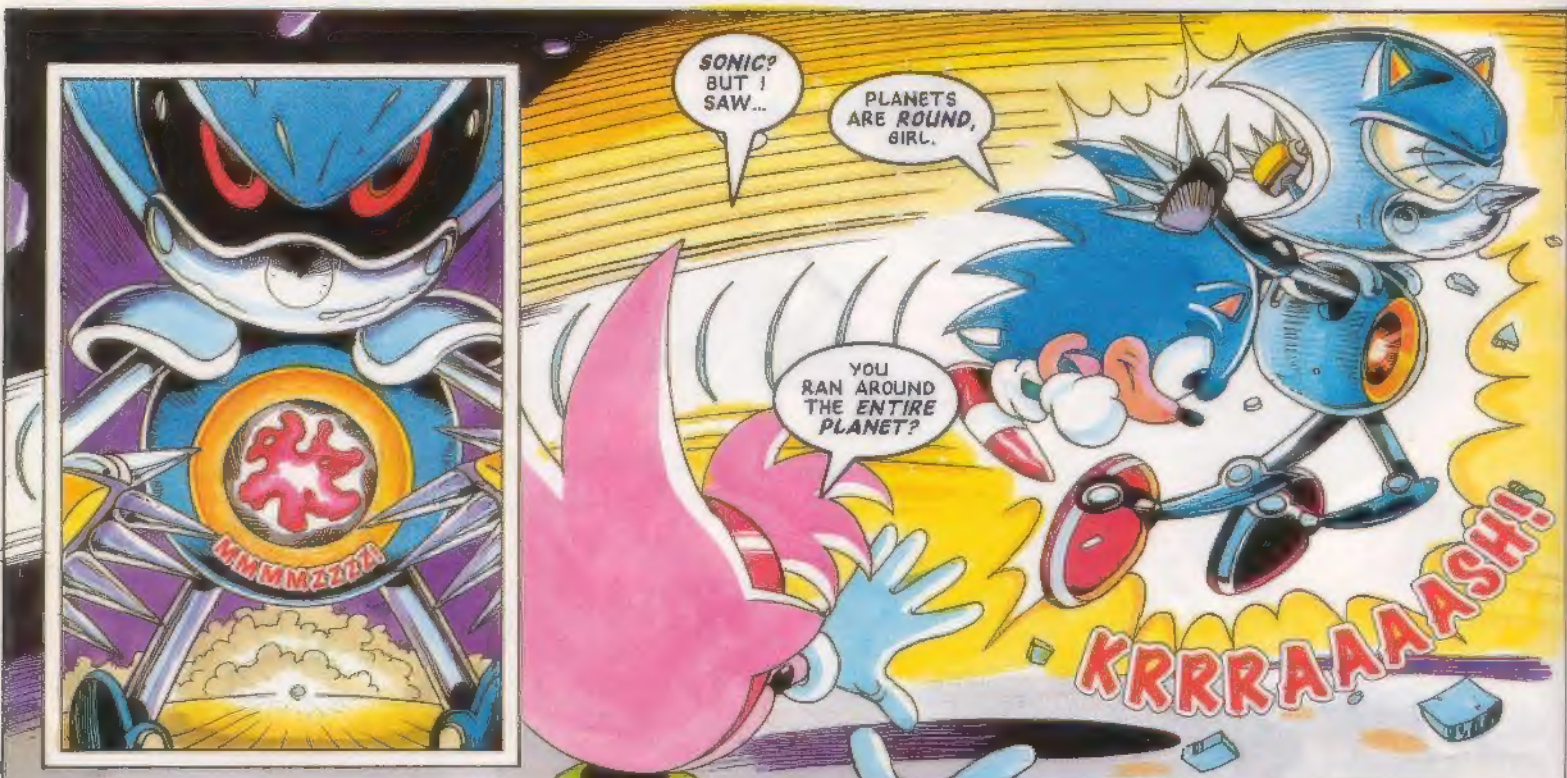
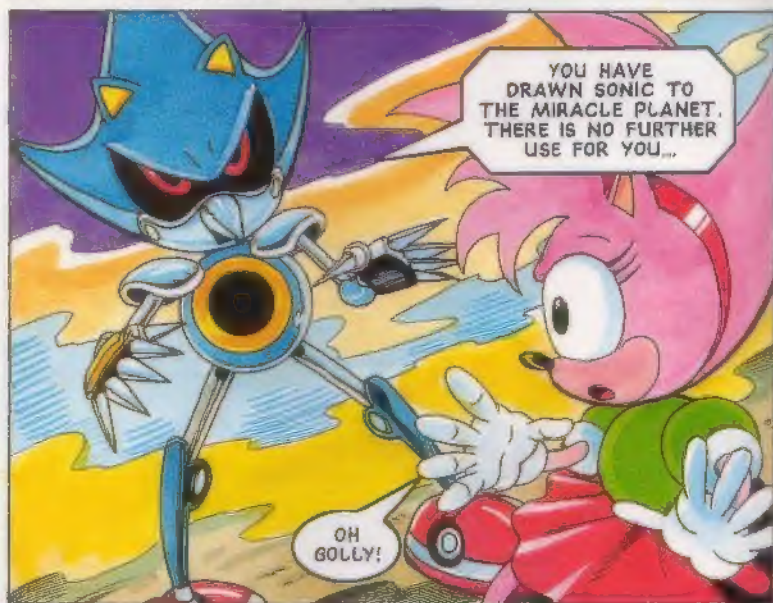
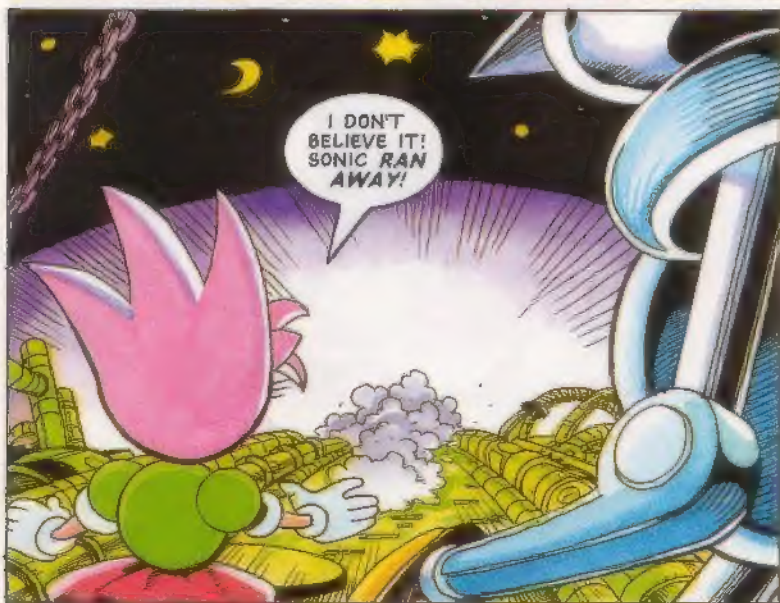
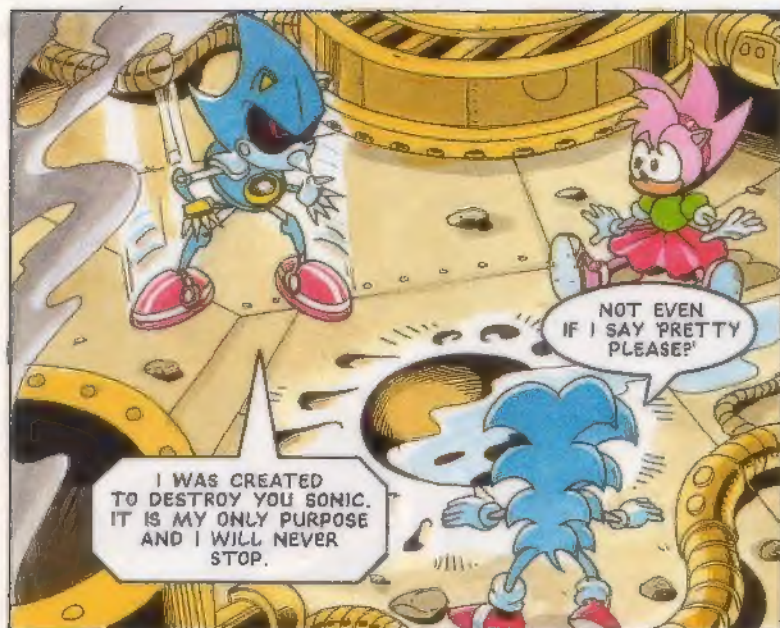
I THINK
I'D RATHER FIGHT
METALLIX!

* LAST ISSUE - MEGADROID.



AS YOU
WISH.

FRZAAAANKK!



YOU CANNOT WIN. THE TECHNOLOGY THAT PRODUCED ME ALSO MADE THIS METAL WORLD.

THE PLANET IS PART OF ME, SUPPLYING ME WITH LIMITLESS POWER.

KRRRRKK!

LOOK AT ME. I'M REALLY SCARED!

WAAARRGGHH!

SURRENDER SONIC AND I WILL MAKE YOUR FINAL MOMENT A QUICK ONE.

SONIC TERMINATION SEVENTY PERCENT PROBABILITY.

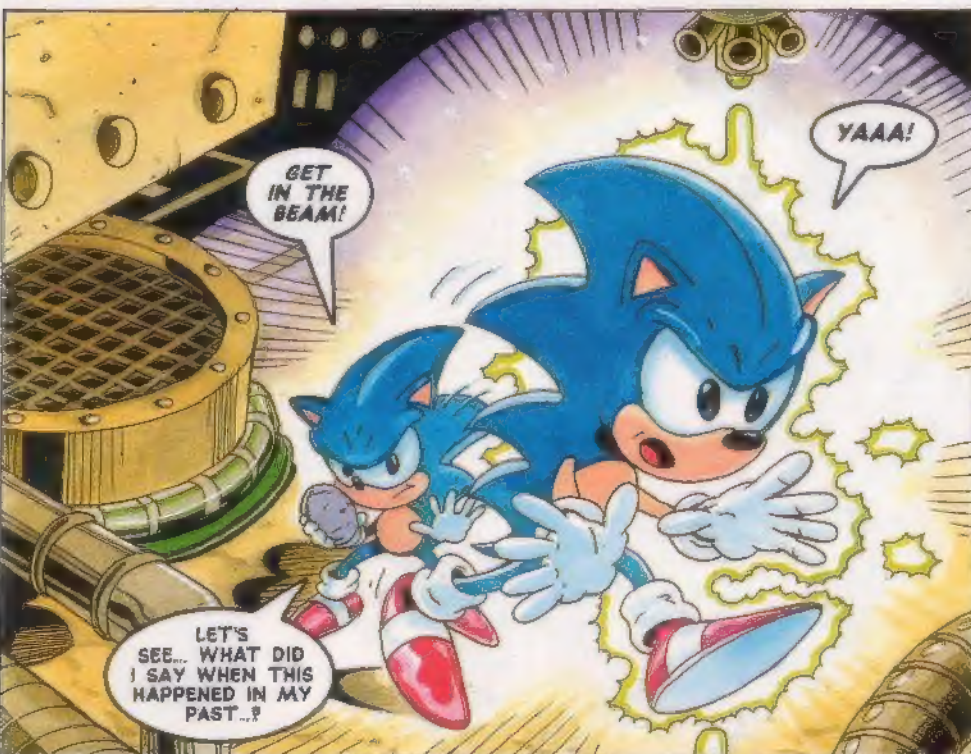
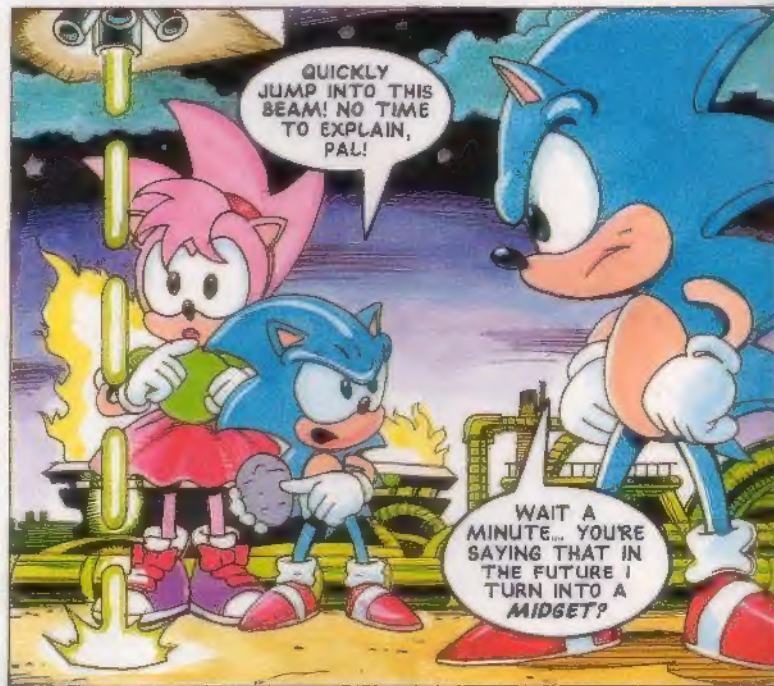
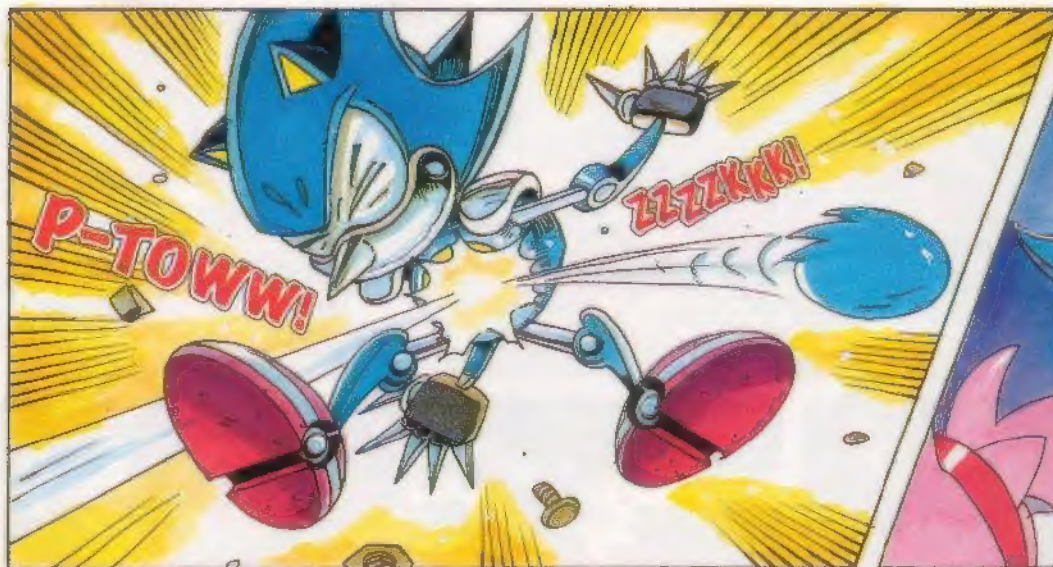
THIS SITUATION IS STARTING TO GET OUT OF HAND!

WHOOAHH!

SONIC TERMINATION PROBABILITY RISING TO NINETY PER CENT.

SONIC, DO SOMETHING!

HEY, I'M OPEN TO SUGGESTIONS!





THIS IS A
TIME STONE! TAKE
IT, YOU'VE GOT TO TRAVEL
INTO THE PAST AND STOP
ALL THIS EVER
HAPPENING!



BEFORE
METALLIX
RECOVERS,
RIGHT?



RE-BOOT
COMPLETED.
EFFICIENCY LEVEL
ONE HUNDRED
PER CENT!

ACTUALLY
I WASN'T **QUITE**
QUICK ENOUGH
FOR THAT...

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers: David Gibbon, Jenny Fromer & Nick Protz.

NBA SHOWDOWN

game type: SPORTS SIMULATION
1-2 PLAYERS



I have been a fan of the basketball sim since *Double Dribble* hit the arcades way back, so I was pleasantly surprised when *NBA Jam* and *NBA Showdown* appeared on the shelves within a month of each other.

While *NBA Jam* is a bit easier to get into, the level of complexity and the enormous range of options of *NBA Showdown* is typical of Electronic Arts, and definitely no bad thing. You can custom build your own teams, make substitutions and even change tactics mid-way through the game. You play with a full team (as opposed to the two-on-two of *NBA Jam*) which makes for realistic game play, especially with penalties for fouling, travelling and going out of bounds.

You can opt to go one-on-one with a friend, plug in four with a multi-tap adaptor, or go against the computer by competing in the NBA. Thanks to the battery back-



up feature you can keep track of stats and rejoin the action where you left off.

The controls are pretty standard for anyone who has played E.A.'s *Hockey* or *FIFA Rules* and are tricky to master at first. There are some problems in coping with ten players on screen as it gets congested in the shooting zone, making it difficult to pick out your best receiver.

This is a great game for anyone who doesn't have *NBA Jam*. The graphics are a bit of a let down and it's more of a struggle to pull off the special moves. However, the sheer size of the game makes it ultimately the more involving. My advice is to stick with it and you'll find *NBA Showdown* to be very rewarding. - NP



Mega Drive



Master System



Mega CD



Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER PRICE
ELECTRONIC ARTS £49.99

GRAPHICS

79

SOUND

72

PLAYABILITY

86

RAVES : GRAVES

A massive game for 'real' basketball fans.

Lacklustre graphics.

OVERALL

84%

BUBBA 'n' STIX

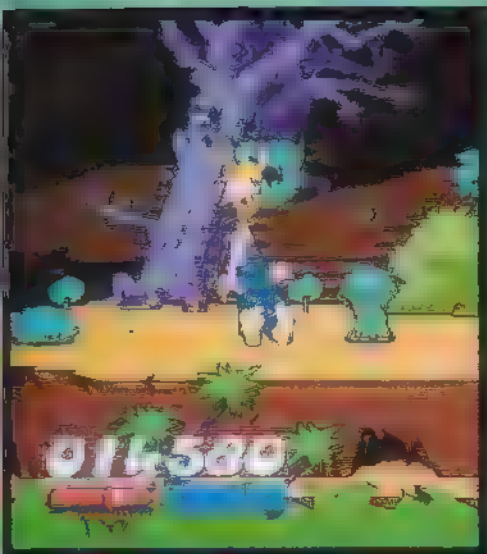


game type:
PLATFORM
1 PLAYER

Imagine you're a delivery man (person) carrying out your usual daily rounds, when suddenly you're kidnapped by space aliens who exhibit you in their alien zoo! Well, that's the predicament our friend Bubba finds himself in in *Bubba 'n' Stix*. Luckily, however, Bubba escapes from his captors with the help of a wooden stick, imaginatively (not) named Stix.

Bubba's next dilemma is how to find his way back to Earth. His 'gormless wimp' appearance gives the impression that he's just not capable of achieving this, but this wimp should not be underestimated. With the aid of his pal Stix, Bubba can overcome the puzzles in the game in a variety of ways. Stix also comes in handy when the occasion calls for beating enemies over the head! Plus he also has the ability to transform into a lever, a tightrope, a snorkel, and a temporary platform for getting onto high cliffs.

Bubba 'n' Stix contains five 'smallish' levels. Graphically, the game is slightly bland and uninspiring. To begin with, it's great fun and is really quite addictive, but the appeal soon wanes as it becomes another game that you're likely to prematurely turn off through boredom and frustration. However, there is the occasional nice surprise coupled with great humour. - DG



NORMY'S BEACH BABE-O-RAMA

game type: PLATFORM
1 PLAYER



Remember Sonic? Remember Bubsy? You'll certainly remember them (and numerous others) when you delve into Normy's Beach Babe-O-

think wistfully back to those platformers with a bit of zip, clever graphics and the odd brain-teaser.

you'll find yourself plodding

random

periods in history and at the end of each one, 'rescuing' the occasional 'beach babe'. Along the way you'll encounter some of the least imaginative foes seen for some time.

Even more debilitating is the fact that the short bursts of invincible speed you produce leave you drained of energy for a good few seconds.

The basic game plan is to negotiate Normy through the various historical levels while killing anything in sight by gamers with quickly sum up which weapons pack the greatest punch, and step over the half objects. To aid Normy along the way are the usual assortment of swinging vines, doors, lifts and floating objects. Now and then Normy spouts out a thought balloon which usually serves only to state the

The high points of the game are the little comic touches welding chickens and fruit pies as weapons and using pink piggies as trampolines.

My biggest complaint is one that could be levelled against any number of platform games - no

passwords allowing you to temporarily jettison

from the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without

the game without



FAST FAN

PUBLISHER PRICE
CORE DESIGN £44.99

GRAPHICS



SOUND



PLAYABILITY



RAVES : GRAVES



OVERALL

76%

FAST FAN

PUBLISHER PRICE
ELECTRONIC ARTS £39.99

GRAPHICS



SOUND



PLAYABILITY



RAVES : GRAVES



OVERALL

62%

STREETS OF RAGE

SKATES' STORY PART 3



'THERE'S ALWAYS ONE JERK IN EVERY CLASS WHO'S INTO COMPUTERS

ONE SPECKY WIMP WITH RICH PARENTS WHO DRIVE HIM TO SCHOOL.

SHOULD KNOW - I'VE GOT ONE PINNED DOWN UNDER MY SKATE SHOE RIGHT NOW'



AMMMFF
GNNN

STOP MOANING,
HUH? I'M ALMOST
FINISHED

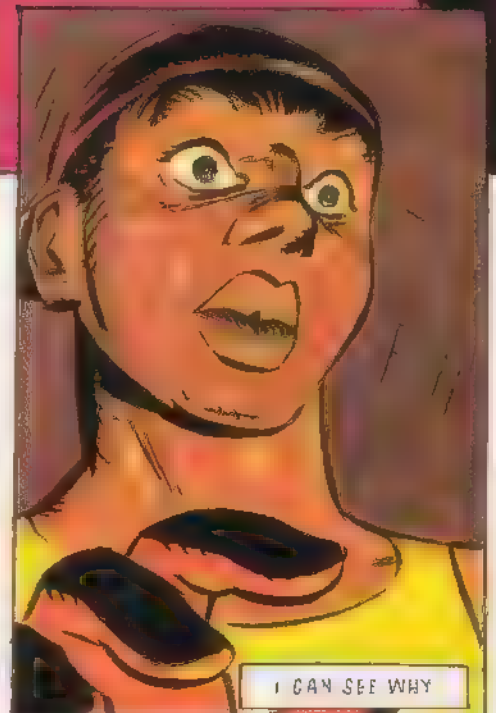
'MY STEP DAD WAS A COP WHO WAS BUMPED OFF BECAUSE HE HAD ENOUGH DIRT TO BR NG DOWN HIS ENTIRE DEPARTMENT

and precinct

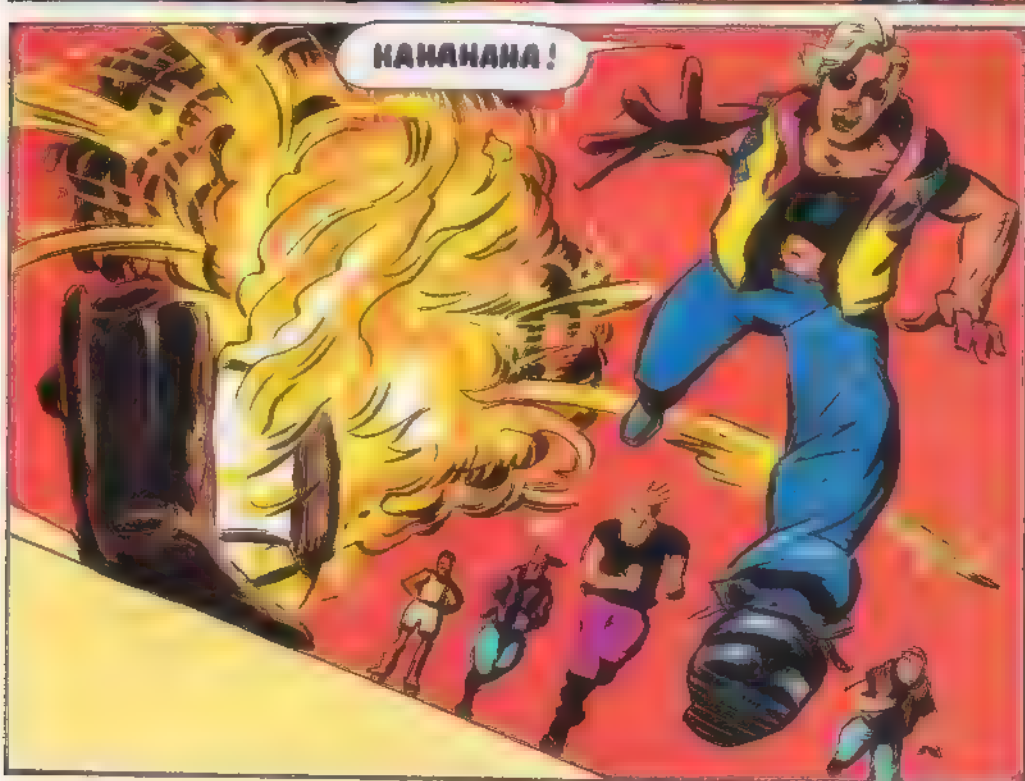
Homicide division
Lieutenant Alcazar - murder, corruption
Lieutenant Harvey - theft, perjury
Lieutenant McKinley - murder, theft, vice
Lieutenant Torelli - arson, murder, racketeering
Lieutenant Wassermann - murder, extortion

Captain Berkwitz - murder, blackmail
Captain O'Reilly - fraud, perjury, theft
Sergeant Moran - extortion, perjury
Sergeant Violenti - murder
Patrolman McGruber - extortion - corruption

'HE DIED BECAUSE THE GREEKS WANTED THE INFORMATION ON THIS DISK



I CAN SEE WHY





WE TRIED,
CAPTAIN. SHE'S
ONE TOUGH
LADY.

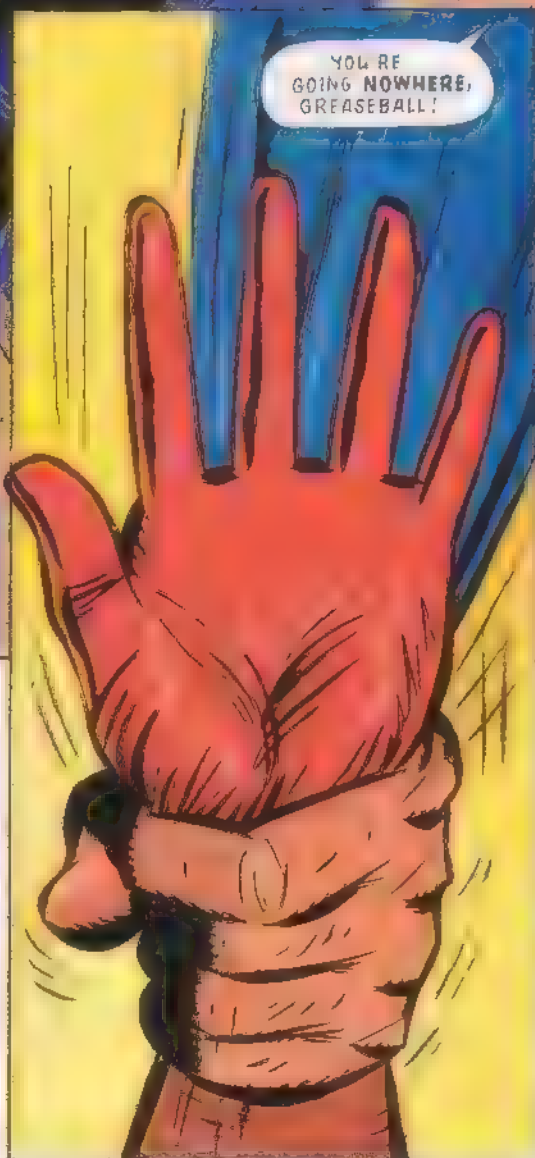


CAPTAIN!
THERE'S A
KID AT THE
WINDOW.

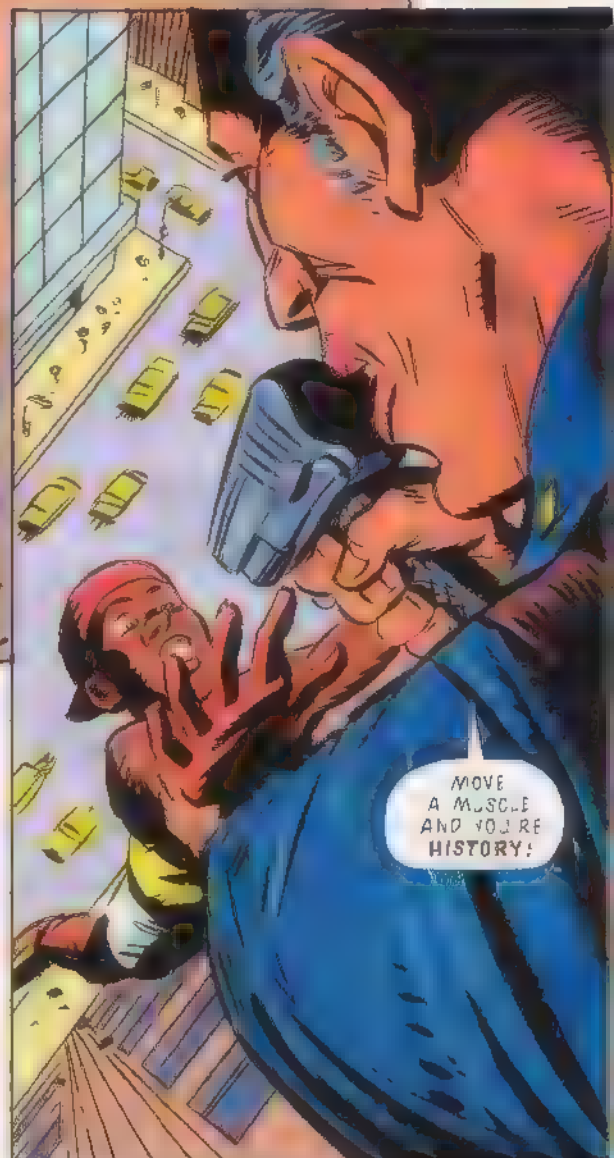
A KID?
BUT WE'RE
TEN FLOORS
UP.



OH-OH THEY'VE SPOTTED
ME GOTTA AGGHH!



YOU'RE
GOING NOWHERE,
GREASEBALL!



MOVE
A MUSCLE
AND YOU'RE
HISTORY!



ARE YOU
FINISHED
TELLING NOW,
RIZZO?

COZ IF YOU ARE
WE'D LIKE TO
ASK YOU A FEW
QUESTIONS!



P.PLEASE—
JUST LET
ME GO!

I WON'T TELL
ANYONE YOU
KIDNAPPED ME

I SWEAR!



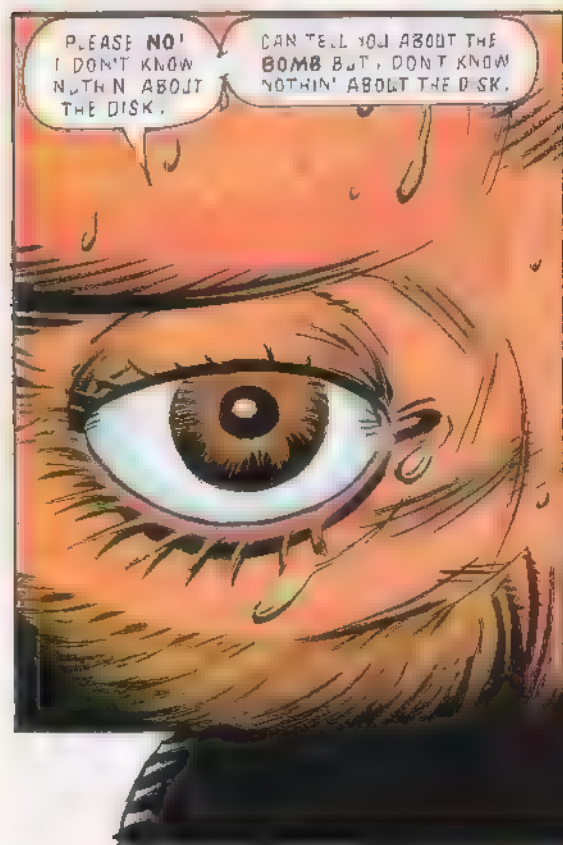
YOU'RE NOT
GOING ANYWHERE
RIZZO!

NOT TIL YOU
TELL US WHAT
MISTER X HAS
DONE WITH MURPHY'S
COMPUTER DISK



FORGET IT
BLAZE!

I THINK WE'RE GOING TO
HAVE TO GET A LITTLE
MORE PERSUASIVE!



PLEASE NO!
I DON'T KNOW
NOTHIN' ABOUT
THE DISK.

CAN TELL YOU ABOUT THE
BOMB BUT, DON'T KNOW
NOTHIN' ABOUT THE DISK.

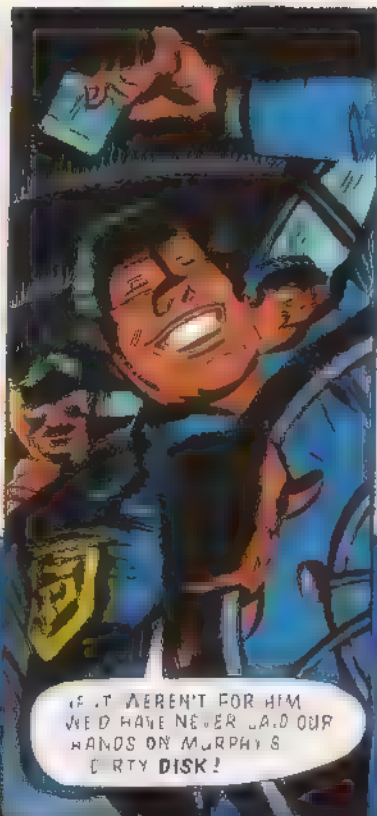


A BOMB, HUH?

THIS I WANT
TO HEAR!



DO LIKE A MINUTE'S
SINCE, PLEASE
FOR THE KID WHO
SAVED OUR HIDES!



IF IT WEREN'T FOR HIM
WE'D HAVE NEVER LAID OUR
HANDS ON MURPHY'S
CERTY DISK!



THAT CREEP HAD ENOUGH
NFORMATION ON THIS
LITTLE BABY TO WASTE
MISTER X'S WHOLE
OPERAT ON



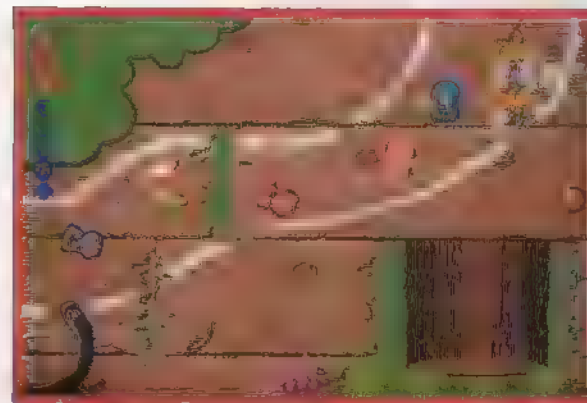
WHERE ARE WE
TAKING THE KID?
OUT TO THE QUARRY
TO DUMP HIS BODY
WITH THE OTHERS?



NOPE
WE'RE TAKING HIM
TO SOMEONE WHO
KNOWS HOW TO KILL
WITH REAL STYLE!

NEXT ISSUE SKATE OR DIE!

NEWS Zone



Good things come in small packages - and they don't come much smaller than the cars in *Micro Machines 2* on the Mega Drive

J-CARTS CLEAN UP

Codemasters' new releases bring players closer together

Cast your mind back to SEC 23 and the news on Codemasters' *Tennis All-Stars*, the first in the new range of J-Carts for the Mega Drive, carts with built-in four-player adapters. Remember? Get this - it's now called *Pete Sampras Tennis* (as in the world's number one singles player and Wimbledon champion Colin McLean's former sportsman label in June, price £44.99). Codemasters have revealed that further sports J-Cart releases will include Rugby, Soccer, American Football, Ice Hockey and Basketball.

Playing with the sports range isn't enough, either from the J-Cart range - attention Master System and Game Gear owners, *Global Golf* is just for you! Codemasters claim that *Global Golf* is as portable and playable as golf gets on the Mega Drive compatible computers. The two fictitious courses provided are designed to be played on, and up to four players can take part in a tournament. *Global Golf* is due for release in July.

The first non-sports J-Cart will be *Micro Machines 2*. The sequel to the top-notch racing

simulation with superb graphics and the full Master System and Mega Drive player options, this Mega Drive non-sports J-Cart has been designed to be played on the Mega Drive and the Mega Drive compatible computers. It's a sequel to the first *Micro Machines* J-Cart but with a two-player link option.

Then there's *Psycho Pinball*, the first in a new range of pinball games for the Mega Drive. *Psycho Pinball* for the Mega Drive features multi-player, multi-ball action, a scoring system, a bonus game, and a variety of other features. It's the first in a new range of pinball games for the Mega Drive.

Finally, two new Mega Drive platformers are

in development. The first is a platformer with a cartoon look, and the second is a platformer with a cartoon look. Both are due for release in July.



Global Golf: On course for a July release and only on the Master System and Game Gear (see here)



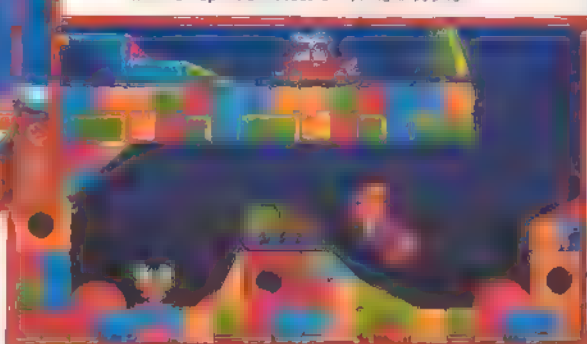
A table from *Psycho Pinball* in its art style - not how it's seen during play. We should add



Pete Sampras Tennis: At least four people may scrape their knees on the hard courts



Now show our fingers it's *Captain Nemo*



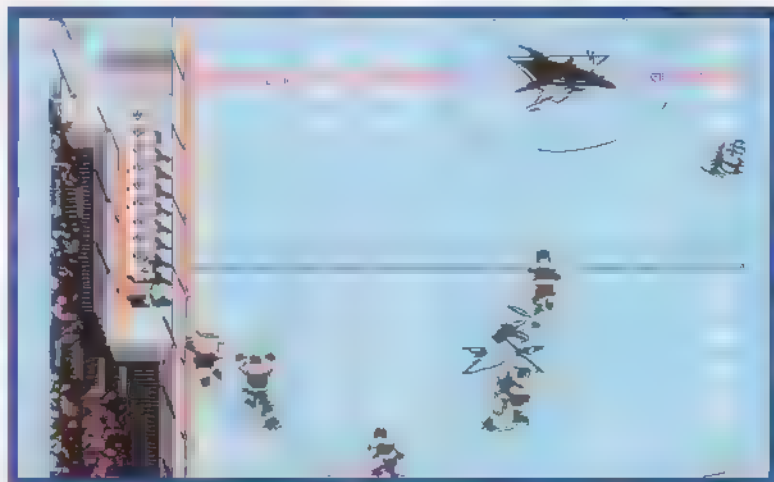
Codemasters pay tribute to Mr. Submergenger with a mouse-bound aardvark called *Aardie*

ARMCHAIR CONTENDERS

News

EA's sports challenge

It used to happen - electronic sports have not been serious. All you armchair footballers, golfers, hockey and basketball players can now turn your skills into a serious dash thanks to Electronic Arts. The EA Sports Tournament Club has been set up to provide human competition for those who have tired of just taking on their Mega Drives. Qualifying competitions are being held in London, Birmingham and Manchester between now and August. The top eight players from each regional group get an all-expenses paid trip to the National Finals Weekend, where prizes and trophies totalling £2,000 will be awarded for each game category (football, hockey, golf etc.).



Are you a champion NHL Hockey '94 player?

The overall EA Sports Tournament Club Champion stands to walk away with prizes worth £2,500.

Not surprisingly all the games featured are from EA's Sports range and include FIFA International Soccer, Madden NFL '94, NHL Hockey '94 and PGA European Tour Golf. Team Championships will be run using EA's 4-Play Play adaptors.

Local clubs throughout the country are also planned, offering leagues and knockout

events. There will also be a monthly newsletter, EA Sports Scene, to keep members updated on coming competitions and attractions.

If you fancy yourself as a budding electronic sports superstar get in touch with the EA Sports Tournament Club on 051 420 4831. Annual membership is £8.99, tournament entry fees start at £7.99.

TALES OF DISCWORLD - AND MORE

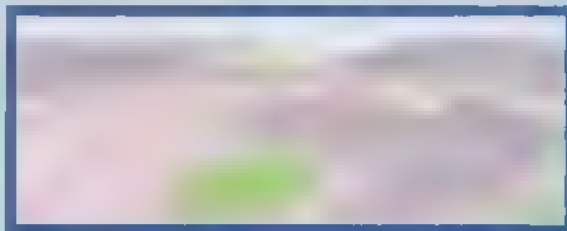
Psygnosis go disc crazy in '94

Psygnosis have seen the future - and it is disc shaped! Appropriately heading the company's '94 line-up of almost exclusively CD-ROM-based titles is **Discworld**, the game version of Terry Pratchett's best-selling fantasy creation. Psygnosis promise memorable characters, side-splitting fantasy scenarios and some 'famous name' comedy actors to provide the voices. Look out for **Discworld** on the Mega-CD later this year.

Second Samurai, the sequel to the legendary **First Samurai**, brings martial arts action to the Mega Drive and Mega-CD. History buffs will recall that **First Samurai**, although critically-acclaimed, sunk without trace after publisher Mirrorsoft plunged into the depths of oblivion following the death of evil media mogul Robert Maxwell nearly three years ago.

Also heading 'discwards' is mega-selling football sim **Sensible Soccer**. Wisely, Psygnosis have promised not to

change the award-winning gameplay in any way. However, some enhanced graphic sequences and genuine CD-sampled crowd sounds have been added to take advantage of the Mega-CD format. Expect to see **Sensible Soccer** making a big noise at your nearest game shop this summer.



Crowds cheer Sensible Soccer for the Mega-CD.



Coming to a Mega-CD disc near you: Terry Pratchett's magical **Discworld**.

SHORT BURSTS

A REVOLUTIONARY NEW BLASTER?

Fans of Sega's playable blaster **Subterranean** should be pleased to hear that the German team behind it are now working on a new, fun-sounding action game for the Mega Drive. The as-yet-untitled project involves a helicopter, which instantly suggests a **Desert Strike** clone - but nothing could be further from the truth. In this blasterama, the texture-mapped scenery moves around the craft! The effect is quite something - let's hope it has the playability to match.

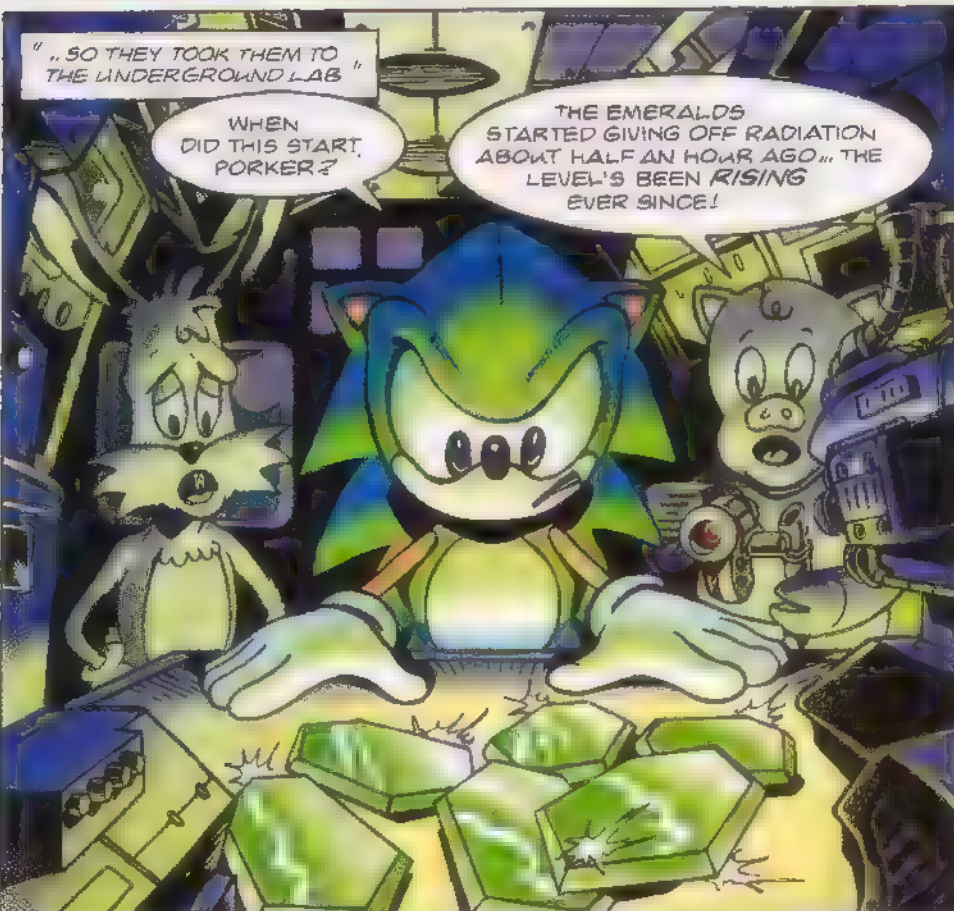
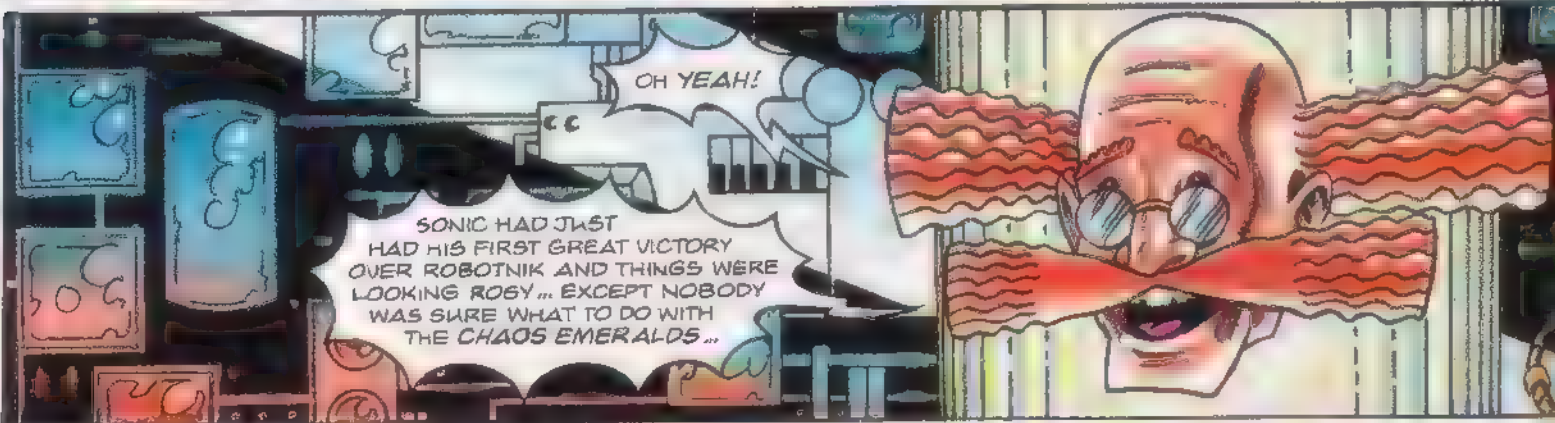
AT LAST OCEAN MAKES WAVES

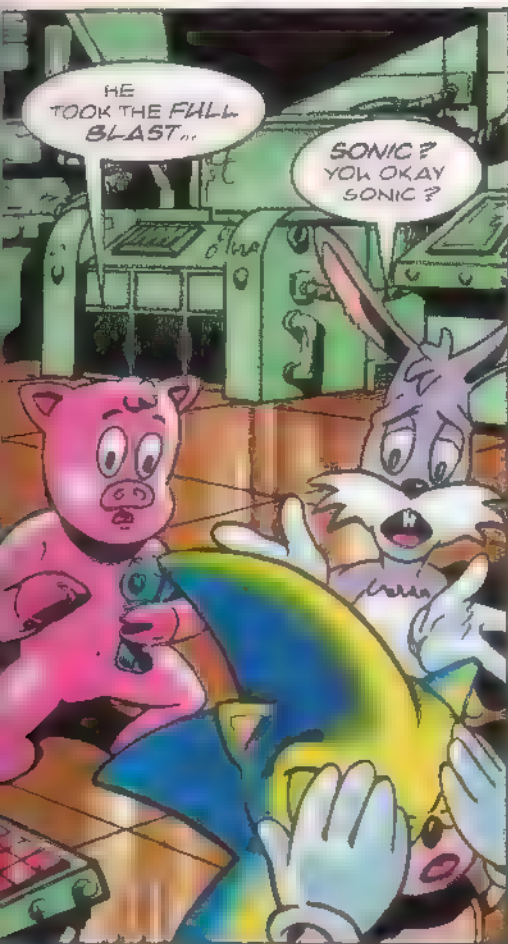
Despite being one of the UK's most successful software publishers, Manchester-based Ocean Software has been very quiet on the Sega front (preferring to stick with some other company whose name is a bit plumbier!). All this is likely to change before this year's out with the arrival of a handful of Mega Drive releases (most of them through Sony Electronic Publishing) including the critically-acclaimed platformer **Mr. Nutz**. The run'n' jump action starring a crazy squirrel is being put together by Ocean France, the team responsible for the SNES' delightful (and somewhat tedious) **Demolition Man**. The sequel has already begun.

SONIC'S WORLD

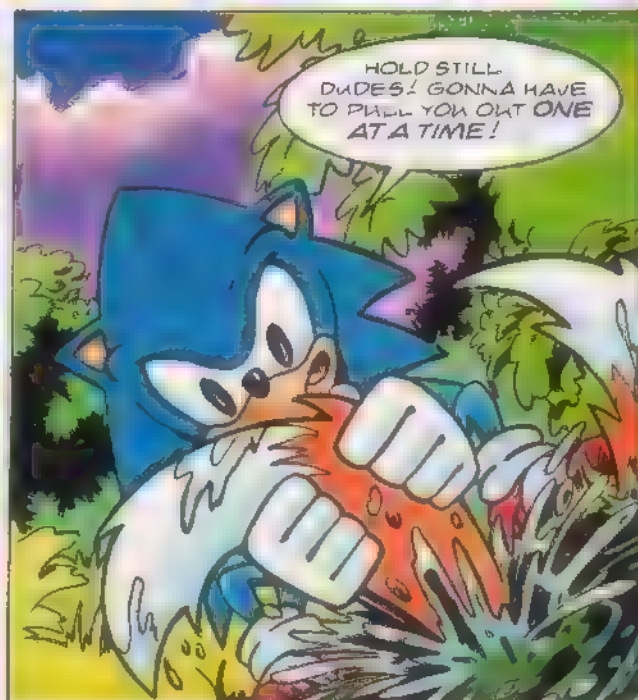
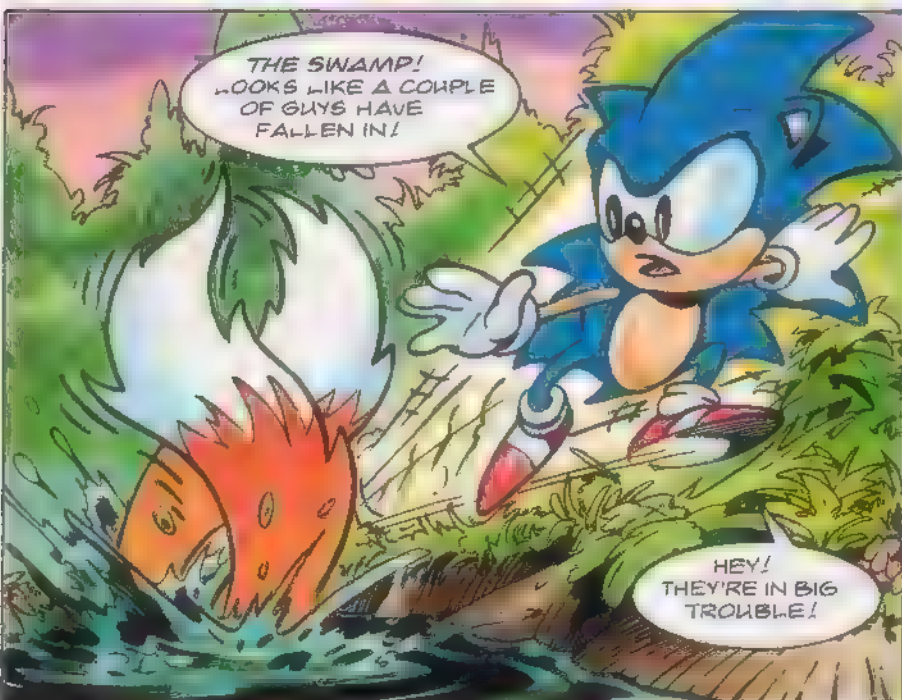
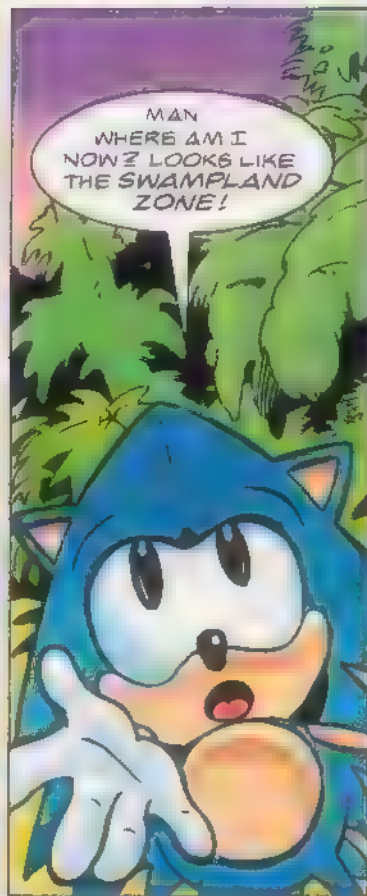
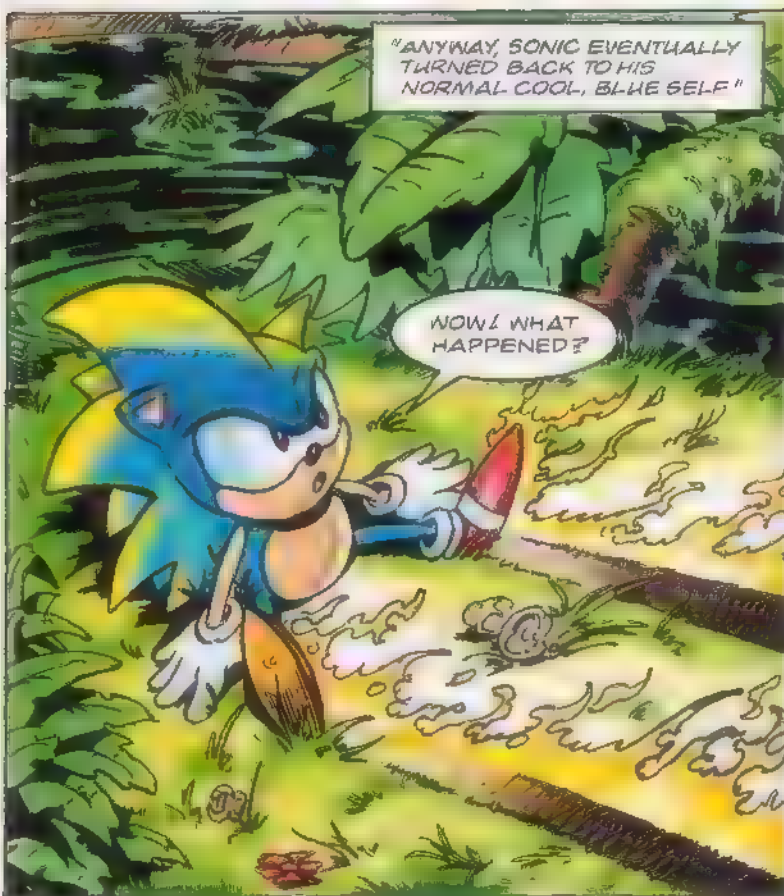
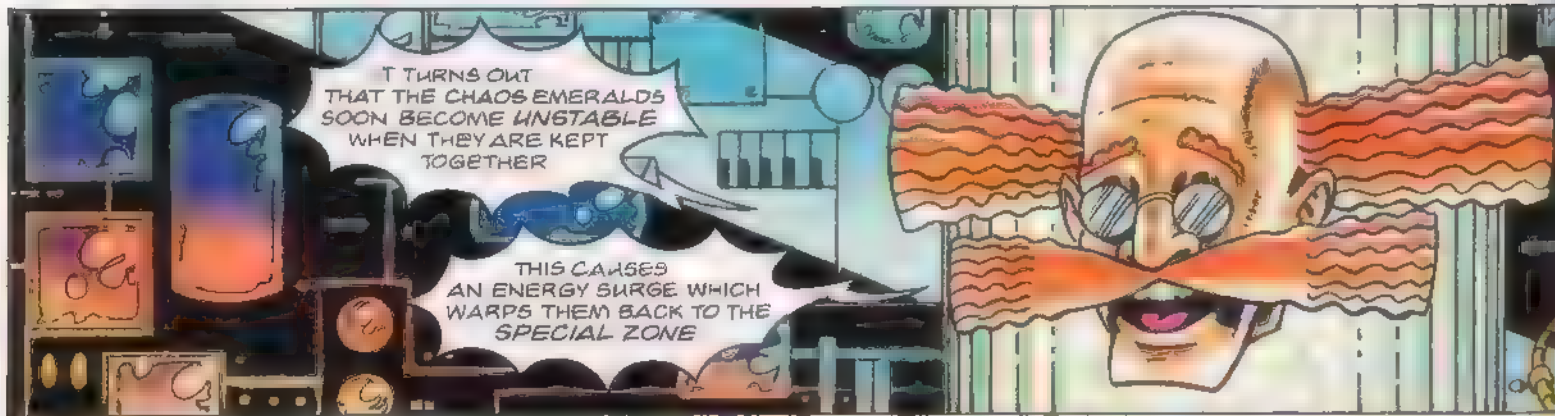
Part 2 A Tale of Tails

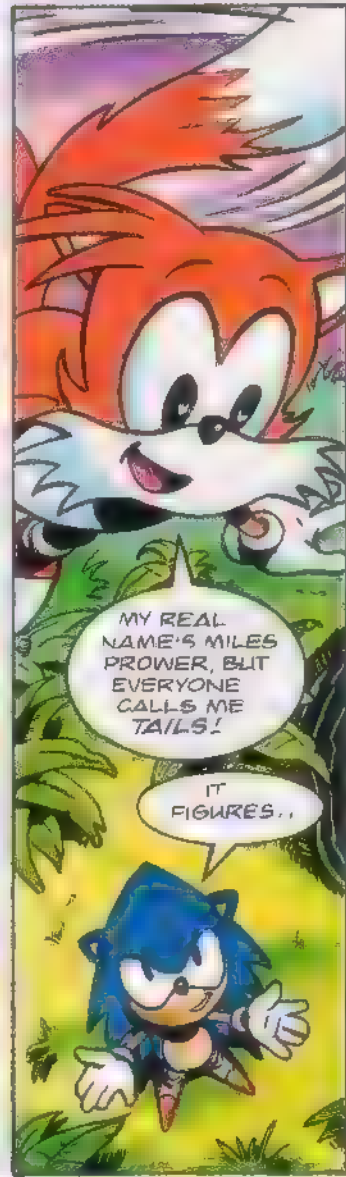
Script: Nigel Hickley
Art: Mike Rodden
Inks: B. Brown
Lettering: Mike Rodden





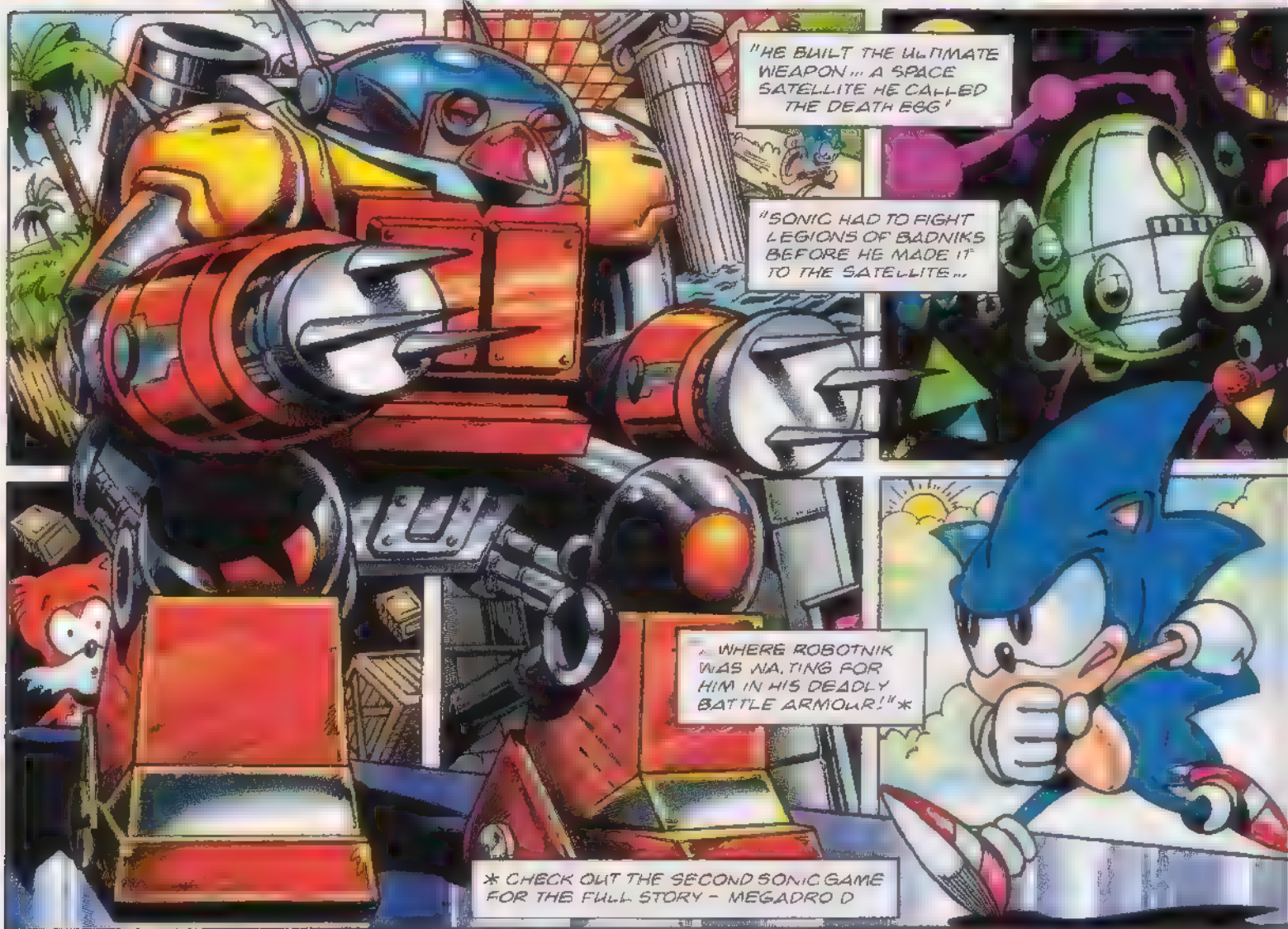
"THAT WAS IT ALL RIGHT! THE EMERALD RADIATION HAD CHANGED SONIC INTO THE UNCONTROLLABLE SUPER SONIC!"







THEN,
SADDENLY,
ROBOTNIK WAS
BACK

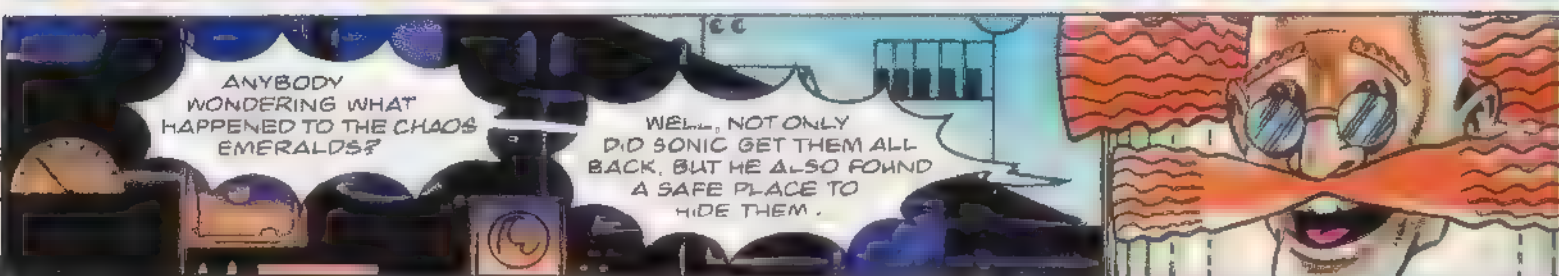


"HE BUILT THE ULTIMATE
WEAPON... A SPACE
SATELLITE HE CALLED
THE DEATH EGG"

"SONIC HAD TO FIGHT
LEGIONS OF BADNIKS
BEFORE HE MADE IT
TO THE SATELLITE..."

"WHERE ROBOTNIK
WAS WAITING FOR
HIM IN HIS DEADLY
BATTLE ARMOUR!"*

* CHECK OUT THE SECOND SONIC GAME
FOR THE FULL STORY - MEGADROID



ANYBODY
WONDERING WHAT
HAPPENED TO THE CHAOS
EMERALDS?

WELL... NOT ONLY
DID SONIC GET THEM ALL
BACK, BUT HE ALSO FOUND
A SAFE PLACE TO
HIDE THEM.

"... THE NORTH CAVE IN THE FROZEN
ZONE IN THESE ARCTIC CONDITIONS
THE EMERALDS REMAIN STABLE

"AND EVEN BETTER, NOBODY
EVER GOES THERE

"WELL NOT UNTIL RECENTLY THAT
IS... BUT THAT'S ANOTHER STORY..."*

* SEE STC 25 - MEGADROID

MORE SECRETS OF SONIC'S WORLD COMING
IN STC 32 BE THERE OR BE SQUARE.

Q Zone



Gods (Amiga version)

CODES



Codes

Gods is a classic platform game, first created by the famous Bitmap Brothers on the Amiga. Accolade

did a fine job converting it to the Mega Drive - they even managed to improve the graphics by adding parallax scrolling (i.e. the background moves separately from the foreground). The game was

very complex so I'm sure that these cheats will be welcomed.

Gods consists of 4 separate worlds. The passwords for each of these are:

LEVEL	PASSWORD
World 2	NASHWAN
World 3	COYOTE
World 4	FOXK

GREATEST HEAVYWEIGHTS



There have been many attempts at producing boxing games for the Mega Drive but most have fallen at the first round. However **Greatest Heavyweights** is different as it featured most of the world's great boxing champions, excellent speech and brilliant graphics. It's only failing was the high price tag of around £80. If you were fortunate enough to get hold of it, but are having difficulty, then try these tips:

1. When embarking on your boxing career, always select the biggest body. The two smaller bodies may move faster, but the large boxer can reach further, and inflict more damage - particularly on smaller opponents.
2. Setting your Power, Speed and Stamina is a difficult one to get right. Try and balance these out but give your boxer a little extra power.
3. Once you're into your first fight at rank no. 30, you're probably under the impression that the game is too easy. However, that notion will change as you get further up the rankings. The boxers become harder to knock down, but the best technique is to keep punching the head. Once your opponent's head starts going and he develops a cut above the eye, go for a KO by repeatedly hitting him on the stomach and then the head. This will demonstrate his energy.
4. After a fight you'll enter the gym where you can select three items to help get you into better shape. Speed doesn't really count for human-controlled players, so concentrate on getting your Stamina and Power up as far as you can.
5. Do not press Reset in the middle of a bout, believing that the game will be automatically saved so you can restart the fight. Unfortunately, I made that mistake and when I returned I found that it had saved out, I had lost the previous fight. Resetting the machine after a fight is safe, however.



Tips

ASTERIX



Tips

Asterix is an average platformer which features everyone's favourite Gaul. It can actually be quite tricky to complete, but with a little help from Q Zone...

Infinite lives: When you reach a special treasure pot, hit it so that the special bonuses fly out. Collect the extra life and walk off the screen, then walk back to the chest and collect another life. Continue this until you think you have enough lives to complete the game.



Asterix (MD version)

DOCTOR ROBOTNIK'S MEAN BEAN MACHINE

Codes

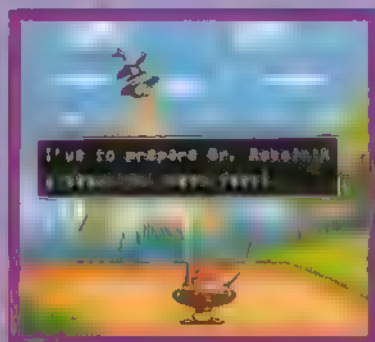
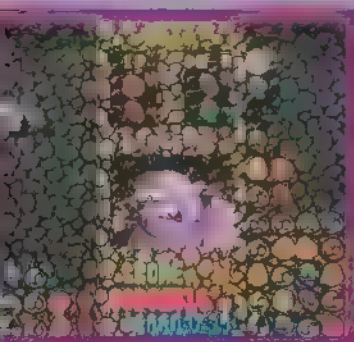


Doctor Robotnik's first solo outing has caused a great stir with the games' press and public alike. **Doctor Robotnik's Mean Bean Machine** is similar to the **Columns** on the Game Gear, only you arrange beans instead of jewels. It's accepted as an extremely addictive game, but it can be exhausting on the old gray matter. So just for you, here are the essential codes to get the most out of it.

LEVEL	EASY	NORMAL	HARD	HARDEST
2	RRRH	HCYY	GCYY	BBGY
3	CPCG	BCRY	YCPC	GYGC
4	RCHY	YBCP	BGCP	PPRH
5	CBBP	HGBY	RPGG	GRPB
6	CRCP	GPPY	YYCG	PCGY
7	PYRB	PBGH	PCBB	BPGH
8	YGPH	GHY	CYHY	CPSY
9	YPHB	BPHH	PBBG	PGHC
10	RYCH	HRYC	CGRY	GBYH
11	GPBC	CRRB	BVYH	QPHR
12	RHHY	GGCY	GCCB	RGHB
13	YHBB	PVHC	HCPH	RRCY

KEY:

B=BLUE, G=GREEN, P=PURPLE, R=RED, Y=YELLOW, C=COLOURLESS
FLGEE, H=HAS BEEN THE ORANGE STAR-SHAPED BEAN



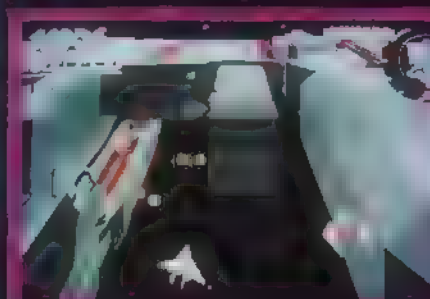
SILPHEED

Tips



Silpheed proved to be somewhat of a disappointment when it was released, partly due to the fact that it was hyped to the hilt as the Sega's answer to **Starwing**. It revealed itself to be just another **Space Invader**-clone set with some stunning background graphics. If you're having problems with the game, the following tips should help you out.

1. **Live with most decent vertically scrolling shoot-em-ups**—keep moving and dodging the plethora of bullets. If you want to survive, it sounds simple, but you'd be surprised how many people just slug it out, hoping that the shields will hold. When you get hit, your ship will be invincible for a while, and this is the ideal time to plough through all the remaining bullets and ships.



2. There are a number of different ships to fight, so it's very useful to remember the attack pattern of each one. Some simply turn away and throw missiles your way, while others explode in a mass of spikes, and some

even fire laser bolts. You'll have a better chance of survival when you know what you're up against.

3. At the end of each level there's a powerful guardian waiting for you. The best idea is to save all your option weapons for the final confrontation and blast away as many times as you can at close range.



4. To help you complete the game, **Power-Ups** appear as spinning crystals that must be shot in order to release the goodies. In the heat of battle, wait until the crystal gets close to the bottom of the screen before picking anything up. This way you avoid being shot at by aliens who appear in battle at the top of the screen.

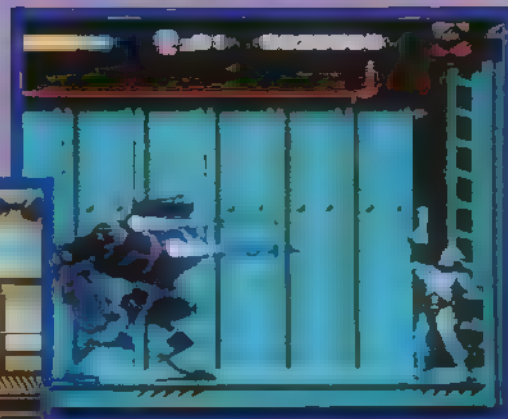
ROBOCOP VERSUS THE TERMINATOR

Tips



This is an excellent shoot-em-up from Virgin featuring Robocop and the Terminator as you've never seen them before. Have you noticed that certain weapons work better than others? Here's a cheat to let you select any weapon you require:

Start the game as usual, then press the Start button to pause. Next press B, A, C, C, G, A, B, A, C, C, C, A and you should now hear the sound of a machine gun which indicates that the cheat is activated. Release the pause and hold down A, B and C together. Next, simply press Down on the joystick to cycle through all the available weapons!



WONDER BOY

in
GHOST WORLD
part 6

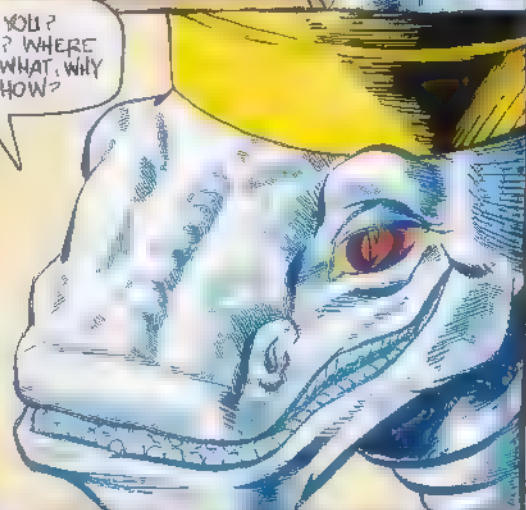
SHION THE WONDER BOY IS TRAPPED IN THE PALACE OF THE DINOSAUR KING IN GHOST WORLD WITH LUKOUT THE COSMOLOGIST AND THE POET WORDSMITH.

WHAT'S HAPPENING?

WHO ARE YOU?
WHO AM I? WHERE
ARE WE? WHAT, WHY
AND HOW?

CAN WE
EXPLAIN LATER AND
DEAL WITH THE
DINOSAUR KING
FIRST?

LOOK OUT!
HE'S
ATTACKING!



THE POTION
OF IGNORANCE IS
FINALLY WORKING ON
THE KING. NOW TO TRY
OUT THIS
MAGIC BOX

GENIE-
PERSUADE THE
KING THAT HE'S
OUR FRIEND AND
SERVANT.

YOUR
WISH IS MY
COMMAND, OH
WONDER
BOY

IT'S SHION!
DOESN'T ANYONE
KNOW MY REAL
NAME?

BOYAH
A
SUPER
DEDICATED
WISDOM & LAY

BY THE MAGIC
POWERS OF THE GENIE
GUILD, LOVE, CHERISH,
OBEY AND SERVE THESE
WHO ARE NOW YOUR
FRIENDS -

- OR ELSE!





HE'S YOUR FRIEND NOW, BUT IT WON'T LAST FOR LONG I'M POOPED. DON'T CALL ME AGAIN, I'M CRASHING OUT FOR THE NEXT FIVE YEARS - MINIMUM



WHAT'S THE QUICKEST WAY BACK TO THE STAIRWAY, LIZARD-BREATH?

THE POWER JAR THIS CONTROLS THE STEPPING STONES

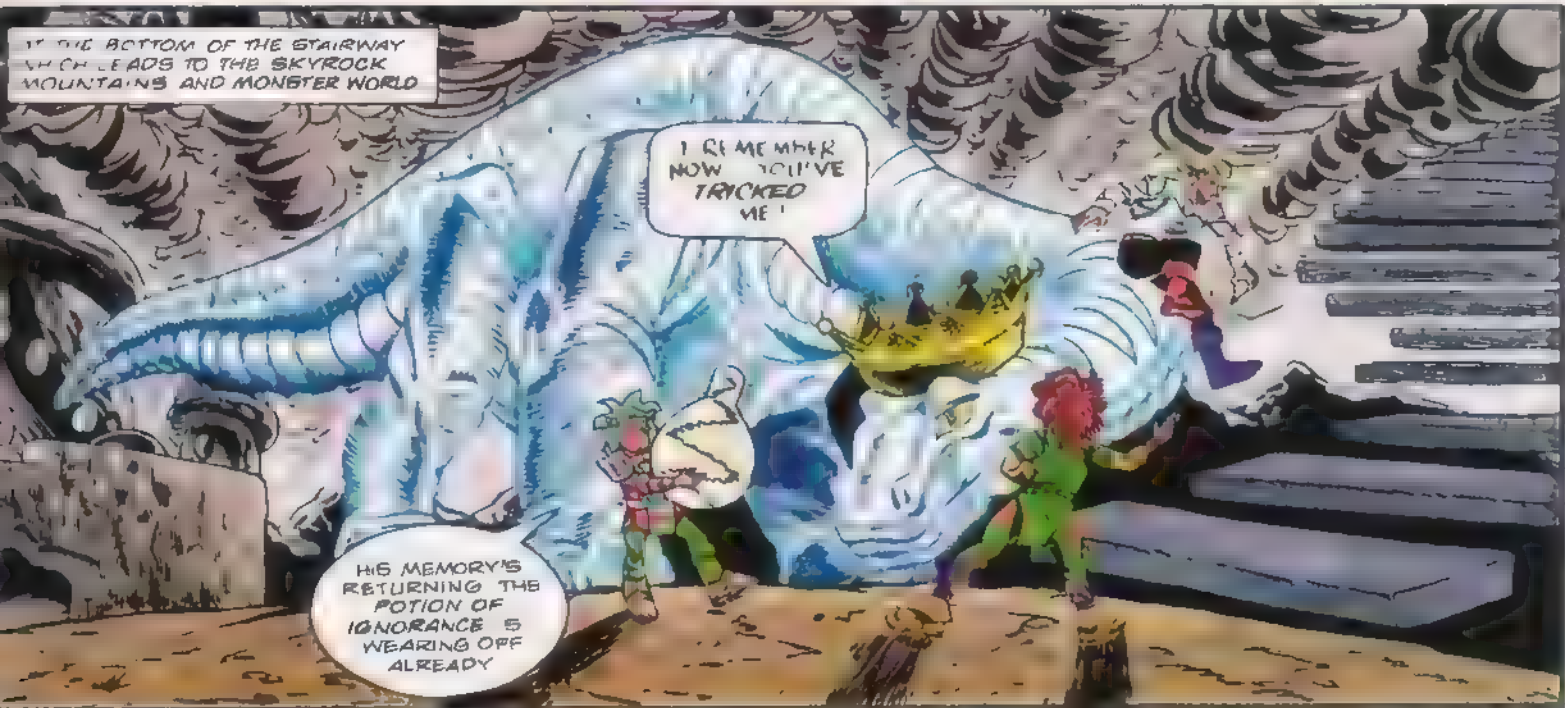
- BOTTLED HURRICANE. THIS COULD BE USEFUL

THROUGH THAT WALL MY DEAR, DEAR FRIEND. I COULD CARRY YOU IF YOU LIKE.



WHOOPEE! I DON'T THINK I'VE HAD THIS MUCH FUN IN YEARS. HOW NICE TO BE WITH ONE'S FRIENDS.

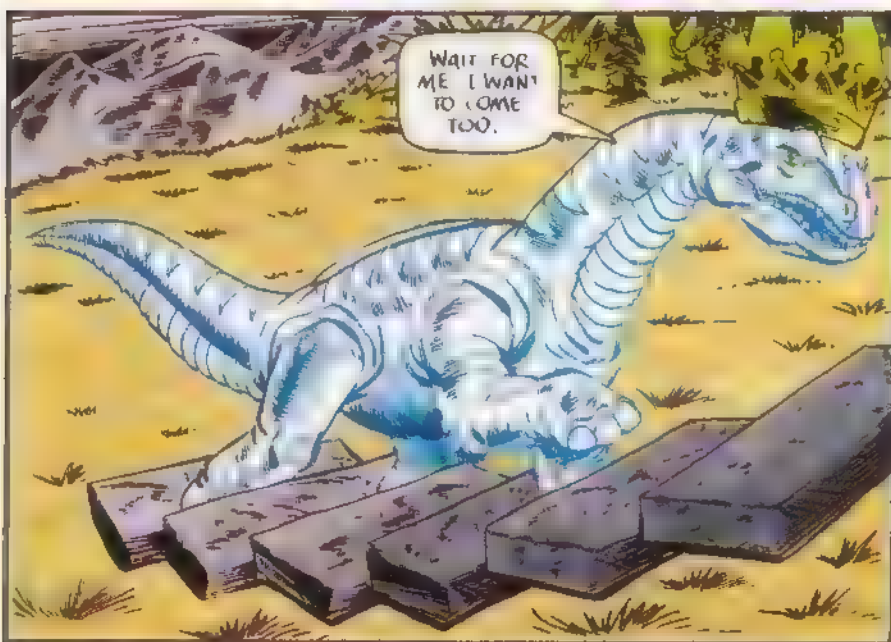
CRASH!

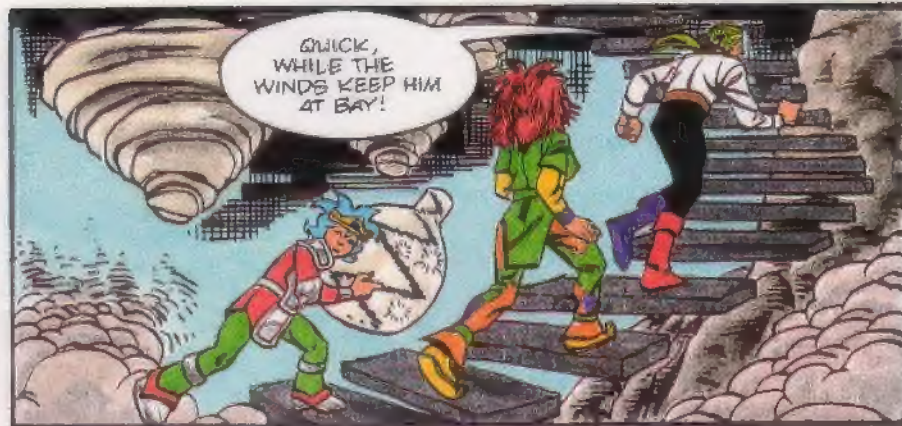


AT THE BOTTOM OF THE STAIRWAY WHICH LEADS TO THE SKYROCK MOUNTAINS AND MONSTER WORLD

I REMEMBER NOW YOU'VE TRICKED ME!

HIS MEMORY'S RETURNING THE POTION OF IGNORANCE IS WEARING OFF ALREADY





THE END
...FOR NOW!

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, send off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Sweet Revenge

Dear STC,

I have adapted a poem for you -
Doctor Robotnik is no good
Chop him up for fire wood
If he is no good for that
Feed him to the pussy cat
If Doctor Robotnik interferes
Tie him up and box his ears
If that does not serve him right
Blow him up with dynamite!

Laura Pearson, Winco Bank, Sheffield.
Sonic Water Fun Game Winner.



*Laura, it's good to hear you
shattering the image of soft female
humes and silly stories of sugar and
spice etc.*

Top of the Tots

Dear STC,

My friend and I did a survey in our school and discovered that ninety per-cent of children read STC. What do you think of that then?

Daniel Modeste, Finsbury Park, London.
Sonic Water Fun Game Winner.



*I think you should get to work on
those ten per cent who are missing
out on STC. Daniel!*

Keep Smiling

Dear STC,

I have a serious question for you concerning Cool Spot. If he was committed to a monastery, would he then be known as Sad Spot?

Robert Carrigan, Bournemouth, Isle of Wight.
Sonic Water Fun Game Winner.



*Interesting theory Robert. Does
that mean that in order to cheer him
up, we'd have to send him to an
exotic holiday location where he'd
become Sun Spot?*

TAKE SEGA

Stuart Gibbs,
Ardrossan,
Scotland.
MS owner.
Sonic Water
Fun Game Winner.



Tails To The Rescue

Dear STC,

I am fed up of Sonic rescuing people all the time. I mean, he must make some mistakes which he can't get out of! I'd like to see someone else get Sonic out of trouble for a change.

Adam Johnson, Hanford, Stoke on Trent. GG owner.

Sonic Water Fun Game Winner.



*Why do you think Sonic has the
help of his side-kick Tails, Adam?*

Tough at the Top

Dear STC,

Why doesn't Sonic answer the letters and stuff instead of Megadroid?

It's not that I don't like Megadroid, it's just that I thought Sonic could reply instead. Anyway, keep up the excellent work.

Louis Vanderman, Poole, Dorset. MS owner.
Sonic Water Fun Game Winner.



*Put yourself in Sonic's shoes Louis
whizzing from zone to zone, battling
relentlessly against the evil Doctor
Robotnik to save Planet Mobius. Would
you find it exciting having to do overtime in a stuffy
office slaving over the paperwork?*

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872867.



Alexander Pryde,
Perthshire,
Scotland.
MS owner.
Sonic Water Fun
Game Winner.



NEXT ISSUE!

TAILS IS BACK!

NEW STORY!

SONIC'S PAL - UP TO HIS
TAILS IN TROUBLE
AGAIN!

PLUS FREE!

GIANT SONIC AND
TAILS POSTER!

NEW! PIRATE STC!

What's it all about? Turn the page, dummy!

SONIC 'Sonic Terminator' - the Big Finish!

STREETS OF RAGE

Ship of doom!

STC 28
**IT'S A
MEGABLAST!**
ON SALE SATURDAY
11th JUNE, £1.10.
HANDLE WITH CARE!

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1E 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see
as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 27

OF **STC?**

%



PREPARE FOR SERIOUS WEIRDNESS NEXT ISSUE!